IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

APPLICANT:	Scott Campbell
APPLICATION NO.:	10/691,929
TITLE:	System and Method for Recording and Displaying a Graphical Path in a Video Game
FILED:	October 22, 2003
ART UNIT:	3714
EXAMINER:	Aashish Karkhanis
ATTY. DKT. NO.:	PA2587US

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37 C.F.R. § 1.132 DECLARATION OF COLBY B. SPRINGER

I, COLBY B. SPRINGER, HEREBY MAKE THE FOLLOWING DECLARATIONS:

1. I am an attorney with the law firm of Carr & Ferrell *LLP* and duly licensed to practice law in the State of California. I am thoroughly familiar with the subject matter, claims, and prosecution of the present application including the various references cited during the course of examination. I could readily and freely testify as to the same.

2. In an office action dated February 22, 2007 (*Office Action*), the Examiner asserts that claims 1-30 of the present application are rejected as being obvious per the video game *Project Gotham Racing* and the video game *RoadBlasters*. See *Office Action*, 2.

3. In the *Office Action*, the Examiner states that *Project Gotham Racing* "does not disclose a graphical path represented by a string of path markers" but that *RoadBlasters* "teaches using a visual string of equidistant path markers in a racing game in order to keep a player moving along a desired path during a race." *Office Action*, 3.
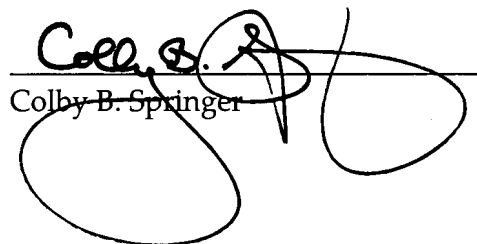
4. Based on my personal knowledge of the *RoadBlasters* video game and, further, upon information and belief as detailed herein, I respectfully contend that the Examiner is incorrect in his assessment that *RoadBlasters* discloses a "graphical path represented by a string of path markers."

5. As an initial matter, none of the independent claims of the present application recite a visual string of **equidistant** path markers. Claim 1, for example, recites "displaying the graphical path data as a visual string of path markers." There is no recitation of the markers being equidistant. Independent claims 19, 24, and 30 recite similar language and all lack any recitation as to the path markers being **equidistant**.

6. Notwithstanding, *RoadBlasters* does not disclose a visual string of path markers. I have personally played the coin-operated arcade version of the *RoadBlasters* video game and thus have personal knowledge of the same. Additional non-patent literature obtained from the same website as the screen shots utilized by the Examiner in the *Office Action* reference the fact that *RoadBlasters* (as referenced by the Examiner) is a "coin-op conversion" of the "arcade" version; that additional literature is attached hereto as Exhibit A. As such, I am informed and believe and thereon allege that the game console/"coin-op conversion" of *RoadBlasters* is substantially the same as the coin-operated arcade version that I personally played—especially with respect to the absence of path markers.

7. The objects referenced by the Examiner in *RoadBlasters* are **not** path markers. The objects referenced by the Examiner in *RoadBlasters* are **fuel spheres**. I know this as a result of having played the *RoadBlasters* video game.

8. In addition to my personal knowledge as to the absence of path markers in *RoadBlasters*, Exhibit A further contradicts the Examiner's assertion that the screen shots provided as a part of the *Office Action* evidence path markers. Specifically, Exhibit A states "[y]our car has a very limited amount of fuel, however more can be picked up along the way by crossing the halfway point of a level, or **by collecting the red and green fuel spheres that appear in the road or after destroying certain enemies**" (emphasis added). This statement concerning the *RoadBlasters* video game concurs with my assertion that the objects referenced by the Examiner are **not path markers** but are, in fact, **fuel spheres.**

9.   Further non-patent literature obtained from the same website as the screen shots utilized by the Examiner in the *Office Action* support my assertion that the objects referenced by the Examiner are **not path markers** but **fuel spheres**; that additional literature is attached hereto as Exhibit B. Exhibit B is a screen shot of the *RoadBlasters* video game and states that "[g]reen spheres **provide fuel**" (emphasis added). The sphere in Exhibit B is identical (at least with respect to being a fuel sphere) as those objects erroneously referenced by the Examiner in the *Office Action* as being path markers.

10. Additional non-patent literature obtained from *Wikipedia* <http://en.wikipedia.org/wiki/Roadblasters#Fuel> further supports my assertion that the objects referenced by the Examiner are **not path markers** but **fuel spheres**; that additional literature is attached hereto as Exhibit C. Exhibit C notes that "[t]he object of the [*RoadBlasters*] game is to complete all 50 rallies without running out of fuel." Exhibit C further states that "[p]layers can get fuel in four ways: green globes, red globes, a checkpoint, and the rally point." These globes/spheres are those objects erroneously referenced by the Examiner in the *Office Action* as being path markers.

11. Additional non-patent literature obtained from *World of Spectrum* <ftp://ftp.worldofspectrum.org/pub/sinclair/games-info/r/RoadBlasters.txt> further supports my assertion that the objects referenced by the Examiner are **not path markers** but **fuel globes**; that additional literature is attached hereto as Exhibit D. The undersigned notes that *World of Spectrum* is a website devoted to cataloging materials for the ZX Spectrum Home Computer, one of the platforms for *RoadBlasters* as identified in Exhibit A. Exhibit D is (according to the *World of Spectrum* website), the English-language instructions for *RoadBlasters* with respect to the ZX Spectrum platform—"the computer version of the Coin-op sensation." According to Exhibit D, "[p]laced along the roadway are green and red fuel globes for obtaining fuel." "By tagging these [globes,] the players (sic) cars are refuelled (sic)." These fuel globes are those object erroneously referenced by the Examiner in the *Office Action* as being path markers.

12.   Additional non-patent literature obtained from *AtariAge*
      <http://www.atariage.com/manual_html_page.html?SoftwareLabelID=1899>
      further supports my assertion that the object referenced by the Examiner are **not
      path markers** but **fuel globes**; that additional literature is attached hereto as
      Exhibit E. The undersigned notes that *AtariAge* is a website "dedicated to
      bringing you the latest Atari news, providing support for the Atari community,
      and maintaining an extensive historical archive." Atari not only developed
      RoadBlasters as is indicated in Exhibit A but is one of the platforms for the video
      game, including the Lynx. Exhibit E (according to the *AtariAge* website) is the
      instruction manual for *RoadBlasters* with respect to the Atari Lynx platform.
      According to Exhibit E, you must "[w]atch the fuel gauge at all times" and "keep
      your eyes peeled for green and red fuel globes." These fuel globes are those
      object erroneously referenced by the Examiner in the *Office Action* as being path
      markers.

13.   None of the references cited by the Examiner in the *Office Action* as they pertain
      to *RoadBlasters* make any mention of path markers. None of the Exhibits attached
      to the present declaration as they pertain to *RoadBlasters* make any mention of
      path markers.

14.   All of the Exhibits attached to the present declaration as they pertain to
      RoadBlasters — including those obtained from the same website as the screenshots
      utilized by the Examiner — reference that the objects identified by the Examiner
      as being path markers are, in fact, fuel globes/spheres.

15.   I declare that all statements made herein of my own knowledge are true and that
      all statements made herein on information and belief are believed to be true.
      These statements were made with the knowledge that willful false statements
      and the like are punishable by fine or imprisonment, or both, under 18 U.S.C. §
      1001 and that such willful false statements may jeopardize the validity of this
      application or any patent issued thereon.

April 23, 2007   By: _____
                                                 Colby B. Springer

All Games

RoadBlasters

User Actions
Rate this Game
Add to Want List
Add to Have List
Review this Game
Random Game
Contribute

Rap Sheet
Main Summary
Credits
Release Info
Cover Art
Overlays
Screenshots
MobyRank/Score
Reviews
Technical Specs
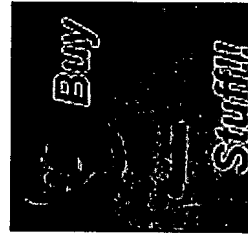Rating Systems
Trivia
Tips & Tricks
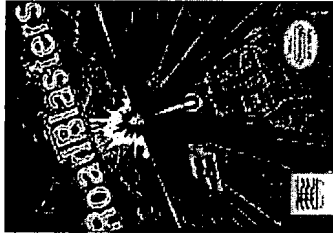Advertising Blurb
Manuals/Docs
Buy/Trade
Links/Searches

Other
Submit News Item
Advertise With Us
The MobyStore
Tips & Tricks
Friends of Moby
ChangeLog
Contact Us
FAQ

[2 more | add cover]

Published by
U.S. Gold Ltd.
Developed by
Atari Games Corporation
Released
1988
Platforms
Amiga, Amstrad CPC, Atari
ST, Commodore 64, Lynx,
NES, ZX Spectrum

Genre
Action, Racing / Driving
Perspective
3rd-Person Perspective
Non-Sport
Arcade
Misc
Coin-Op Conversion

|	MobyRank	MobyScore
Amiga	...	...
Lynx	...	...
Commodore 64	...	...

[add ranking | score detail | rate game]

Description

RoadBlasters is a futuristic racing action game. The goal is to reach the finish line in one piece throughout each of 50 levels. Numerous enemies are out on the road to try and stop you, including armored cars, motorcycles, canons on the side of the road, landmines, and more. Your vehicle is equipped with a machine gun to help you out, and occasionally a weapons plane will fly in and drop additional power ups that can be collected. Some of these are the U.Z. canon, cruise missiles, and speed boost. Your car has a very limited amount of fuel, however more can be picked up along the way by crossing the halfway point of a level, or by collecting the red and green fuel spheres that appear in the road or after destroying certain enemies. On many levels collecting fuel is critical otherwise you won't be able to reach the finish line.
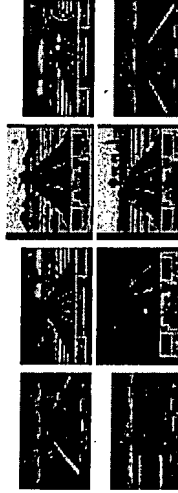
[edit description]
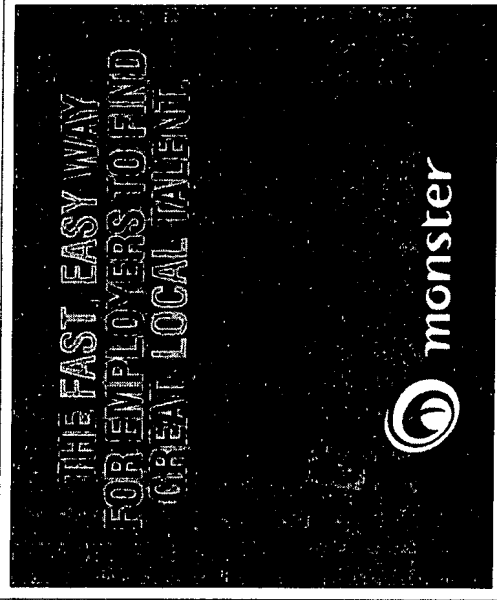
Merchant	Title	Platform	Price
ebay	RoadBlasters		
amazon.com	Roadblasters	NES	$0.75

Not an American user?

Selected Shots
Last updated: Sep 25, 2006

[32 more shots | add shots]

Lynx Credits

http://www.mobygames.com/game/nes/roadblasters/screenshots/gameShotId,35170/

NES

All Games   RoadBlasters

<< Previous | Shot 4 of 9, return to thumbnail page | Next >>

Screenshot: *Green spheres provide fuel*

User Actions
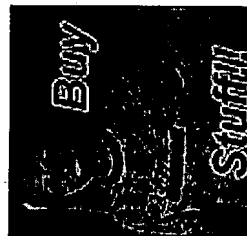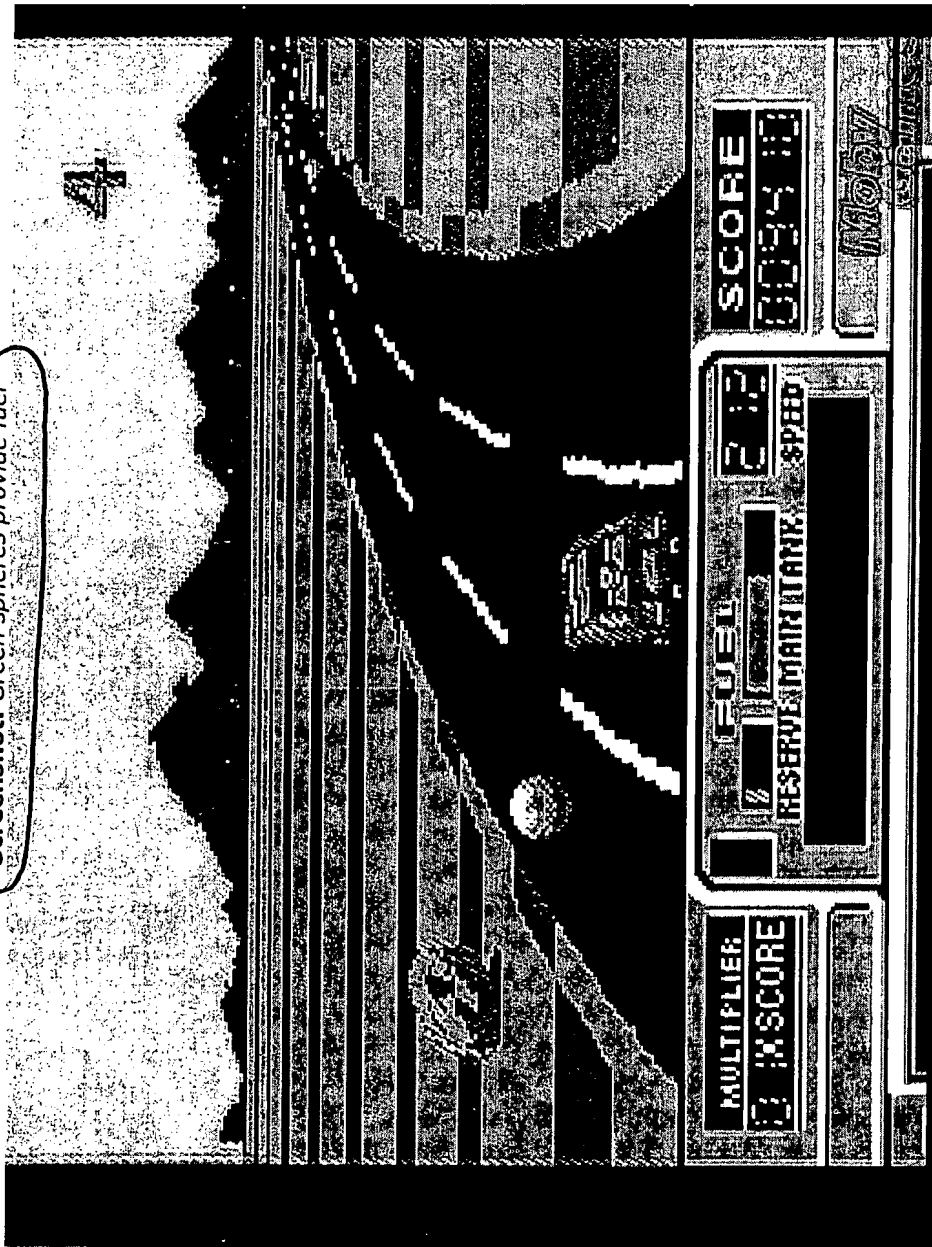Rate this Game
Add to Want List
Add to Have List
Review this Game
Random Game
Contribute

Rap Sheet
Main Summary
Credits
Release Info
Cover Art
Overlays
Screenshots
MobyRank/Score
Reviews
Technical Specs
Rating Systems
Trivia
Tips & Tricks
Advertising Blurb
Manuals/Docs
Buy/Trade
Links/Searches

Other
Submit News Item
Advertise With Us
The MobyStore
Tips & Tricks
Friends of Moby
ChangeLog
Contact Us
FAQ

Contributed by Servo (45558) on Dec 22, 2002.

RoadBlasters

From Wikipedia, the free encyclopedia
(Redirected from Roadblasters)

RoadBlasters is an arcade game released by Atari. In *RoadBlasters*, the player must navigate a sports car through 50 different rally races, getting to the finish line before running out of fuel.

Contents

RoadBlasters	
Developer(s)	Atari
Publisher(s)	Atari (arcade), U.S. Gold (ports)
Release date(s)	1987
Genre(s)	Racing shoot 'em up
Mode(s)	Single player
Platform(s)	Arcade, Nintendo Entertainment System, Sega Genesis
Input	Wheel and pedals
Arcade cabinet	Upright and sit-down
Arcade system(s)	Atari System 1
Arcade CPU(s)	7 Mhz Motorola 68010
Arcade sound system(s)	Yamaha YM2151, Atari POKEY, TMS5520
Arcade display	Raster, standard resolution, vertically orientated

Gameplay

Object of the Game

The object of the game is to complete all 50 rallies without running out of fuel. There is no limit to how many vehicles a player can receive to complete a rally, as long as they have fuel. However, the destruction of a vehicle will subtract a small amount from the player's fuel tank.

Fuel

Players can get fuel in four ways: green globes, red globes, a checkpoint, and the rally point. Green globes are on the road, and fill the main gas tank. Red globes are revealed by shooting enemies on the road. After completing each rally, the player is awarded extra reserve fuel determined by how many enemies were destroyed during the level. Each consecutive kill shot increases the multiplier, from 1 up to 10. A miss lowers that multiplier by 1. Whatever the multiplier is at when the finish line is crossed is multiplied by the value of the enemies slain, and that much fuel is awarded.

Each rally features a midway point, denoted by a line on the road which the vehicle crosses. At this point, the amount of fuel in the main tank is restored to what it was at the beginning of the rally (the amount of fuel in the main tank given at the rally's start fluctuates throughout the game). The amount of fuel in the reserve tank, however, is not restored.

When a player gets low on fuel in their main tank, a fuel light will blink on and an alarm will sound on the display. Using up the main tank will mean the vehicle then uses what reserve fuel is stored.

Enemies

There are various enemies that appear throughout the rallies.

- Stingers (orange cars)
- Command Cars (purple) - bulletproof bumpers, must be killed by a cruise missile
- Cycles
- Rat Jeeps - comes in from the left, stops, then swerves to the right
- Gun Turrets - stationary on the side of the road
- Mines - set on the road, cannot be destroyed. A special alarm on the display alerts players when mines have been laid ahead.
- Toxic Spills (driving the vehicle over them will spin the car out)

Crashing into any of the enemies will give the player the score points for that enemy's destruction, despite their vehicle being destroyed as well.

Special Weapons

At various points along the course, an airplane will come into view and drop a weapon from its underbelly. If the player lines up the car to catch the weapon, the secondary weapon is activated. That weapon is kept until it is used up, the car crashed or another weapon picked up. If a player catches a special weapon while using another one, the first will be pre-empted by the newest weapon.

- UZ Cannon: A rapid fire gun that does not deplete the multiplier. A limited amount of ammunition is supplied.
- Cruise Missile: Detonation eliminates all enemies on the screen. Three missiles are included.
- Nitro Inject: Increases the speed of the car from 210 to 298 km/h for a limited distance. Three nitros to a pack.
- Electro Shield: Allows the car to drive through any enemy or obstacle unharmed for a short distance. Three to a pack.

Trivia

The game's creators originally intended for an electronicized version of the '50s pop song "Mr. Sandman" to play during one of the levels. This was never implemented into the game.

A promotional giveaway was accessible on the original arcade version, where players could send in their score and receive a free RoadBlasters T-shirt.

During gameplay, a slightly robotic-sounding female voice gives the player advice in the form of several short phrases, often related to using the Nitro Inject, or when a player destroys several enemies in a few seconds. These phrases include "Hit it" and "Eat lead, roadhog".

When a player has the Nitro Inject activated when crossing the rally's finish line, the vehicle will drive off into the horizon, and the female voice will state, "Now that's cruising."

External links

- *RoadBlasters* (http://www.mobygames.com/game/roadblasters/) at MobyGames
- *RoadBlasters* (http://www.klov.com/game_detail.php?game_id=9332) at the Killer List of Videogames
- *RoadBlasters* (http://www.worldofspectrum.org/infoseekid.cgi?id=0004157) at World of Spectrum

Retrieved from "http://en.wikipedia.org/wiki/RoadBlasters"

Categories: 1987 arcade games | 1988 video games | Amiga games | Amstrad CPC games | Arcade games | Atari Lynx games | Commodore 64 games | Midway Games | Nintendo Entertainment System games | Sega Mega Drive games | Vehicular combat games | ZX Spectrum games

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Road Blasters

COMPUTER VERSION OF THE BEST SELLING ARCADE GAME

Road Blasters, the computer version of the Coin-op sensation is ready to
explode onto your computer screens! Prepare for a fast paced driving shoot
'em up that's half road race and half battle. Set in the distant future,
speed your way through, blasting enemy cars off the road as you pass through
different countries and register at checkpoints. Look out for the support
jet that will fly over your car, and once docked on the roof will supply you
with extra weaponry and fire power. Get ready for an exhillarating fast
action game and the race is on!

SCENARIO

The ultimate race of the future, Road Blasters is part road race and part
combat-zone survival exercise.

Following the road, you travel through a progression of countries,
alternating checkpoints and rally points. As you race past checkpoints (mid
point goals) you are awarded additional fuel. Rally points are similar to
the finish line in ordinary race games as they indicate the completion of a
race section. A scroll up video display evaluates player performance at each
rally point. The game ends when the player runs out of fuel, by driving too
slow, being destroyed by opponents or crashing too often.

GAME PLAY

Placed along the roadway are green and red fuel globes for obtaining fuel.
(Due to colour restrictions of the Spectrum the globes will appear as shaded
or clear and the colours change according to the scenery presented on each
level). By tagging these the players cars are refuelled. As a reward, when
you reach each checkpoint and rally point you recieve extra fuel. Four
unique computer-controlled opponent vehicles challenge players. These are:

* Sleek, fast STINGERS. Score 50 pts.
* COMMAND CARS are heavily armoured. Score 100 pts.
* RAT JEEPS are evasive and unpredictable. Score 50 pts.
* CYCLES are very quick and dart everywhere. Score 100 pts.

These vehicles join forces to try to prevent the players from reaching the
next rally point. Scores equal the points scored x multiplier.

In addition the following elements conspire to destroy you:

* Mines - these are placed in the road.
* Gun Turrets are placed on the side of the road and shoot at the players.
* Spikes are thrown by opponent vehicles.
* Toxic Spill - to be avoided as much as possible.

The player can acquire special weapons by docking with the special attribute
pack dropped by the support jet. Special weapons include: Cruise missiles
that destroy everything in the parth of the player, that is visible on the
screen; Nitro Injectors that boost the speed of the player's car: U.Z.
Cannons that rapid-fire; Electro Shields that protect the player's car from
shots, collisions, mines and spikers.

HIGH SCORE MODE

When the game ends, if players are among the top scorers recorded on the
game, they may enter three initials. Players select their initials by
steering to select and firing to enter. Players can correct their initials
by selecting the arrow that points to the left, then repeating the procedure
for entering initials. High scores remain throughout each session.

SCREEN DIRECTIONS

RALLY STATS
There are 50 stages to be completed in order called Rally Stats.

SPECTRUM 48k CASSETTE
The 50 stages are loaded one at a time as you progress through the game.
Follow screen prompts which indicate when to stop and start the cassette.
Please note: The Rally Stat selector screen does not apply on this version.

SPECTRUM 128k CASSETTE, +3 DISK
The 50 stages are loaded into memory at the start of the game. No further
loads are necessary during gameplay. The Rally Stat block options which
follow apply to this version.

The Rally Stat block options you are given are as follows:

Levels	Rookie (easy)	Veteran (hard)	Expert (very difficut)
Block 1	1	4	7
Block 2	11	14	17
Block 3	21	24	27
Block 4	31	34	37
Block 5	41	41	41

An expert can complete the game in 26 stages.

THE VISUAL DISPLAY UNIT

This screen appears after each stage is completed. In the top right hand
corner is the total score up to the end of the last stage. In the top left
hand corner is the highest previous game score.

KEYBAORD CONTROLS

O = Left
P = Right
A = Accelerate
Z = Activate special weapon
H = Pause
SPACE BAR = Fire
Release key A to decelerate

JOYSTICK CONTROL

Move joystick left or right to steer.

Move joystick forward to accelerate. Move joystick to centre position to
decelerate.

Move joystick backward quickly to ignite special weapon.

Fire button = fire main gun.

Your car:

GWB 68 Turbo 2 door
Capacity 5942 cc
Maximum speed: 222 mph normal. With Nitro Injector 298 mph
Maximum Power: 600 bhp
0-100 mph (secs): 2.1 With Nitro Injector 0-298 mph
Tyres: Road Blasters customised.

```
Overall con (mpg): 10.3
Touring con (mpg): 17.0
Breaking from 80 mph: 230 ft
Compression ratio: 10.7:1
Cost approx: œ243,000
```

```
CREDITS: Programming:
         Amazing Products Ltd (CBM 64/128)
         DJL Software (Spectrum/Amstrad)
         Probe Software (Atari ST)
         Artwork created by Camel Advertising, Sheffield
```

```
DUPLICATION: Ablex Audio Video
MASTERING CO-ORDINATOR: D. Partington
DIRECTOR: Geoff Brown, U.S. Gold
MARKETING CO-ORDINATION: Tim Chaney, U.S. Gold
PUBLIC RELATIONS AND PUBLICITY: Richard Tidsall, U.S. Gold
PRODUCTION CO-ORDINATION: Bob Kenrick, U.S. Gold
```

(Transcribed by Robin Stuart)

Systems

2600
5200
7800
Lynx
Jaguar

Community

Forums
Member Blogs
Contests
Events
Features
In Development
Trading Post
Store
Hosted Sites

Reference

Magazines
Comics
How To
Glossary
Trivia
Links

Site

Home
About
Contact
Submit News
Contribute
News Archive
Mailing List

Title Search

Title:

System:
2600
Region:
North America

Search

About AtariAge

AtariAge is dedicated to bringing you the latest Atari news, providing support for the Atari community, and maintaining an extensive historical archive. We also sell new games for the Atari 2600 and 5200, in addition to accessories and collecting supplies. Have you played Atari today?

AtariAge has been featured or mentioned on **CNN.com**, **Salon.com**, **Videogames.com**, **CNet's Gamecenter**, **Slashdot**, **NPR** (radio), **TechTV** (television), **Entertainment Weekly** (print), **Poptronics** (print), the **Austin Chronicle** (print) **eBay Magazine** (print) and many more.

AtariAge began in May of 1998 with the name Atari 2600 Nexus, basically as a collection of links to other Atari 2600 sites. Over the years, it grew to contain original content and news thanks to the help of a supportive Atari community. In early 2001, the site was redesigned from the ground up. It was then relaunched as AtariAge in April 2001, featuring a new design and expanded coverage.
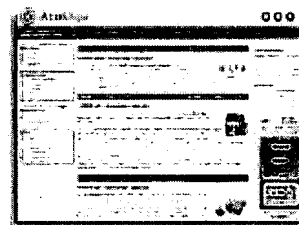
Here you can see the evolution of the site. Unfortunately, We no longer have a screenshot of version 1.0, but it wasn't much to look at and bears little resemblance to the site today. AtariAge is in a constant state of development and expansion, and we hope to support the Atari community for many years to come.
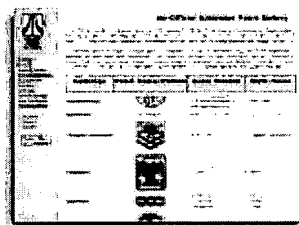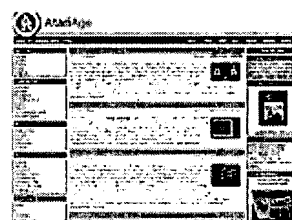
AtariAge 2.0
(Atari 2600 Nexus)
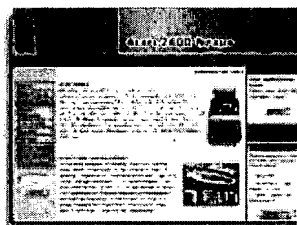
AtariAge 3.0
(Atari 2600 Nexus)

AtariAge 4.0

AtariAge 5.0

Albert Yarusso:

"From my first experience playing Star Raiders on an Atari 800 back when the personal computer revolution was young, I always envisioned writing games for a living. I finally had that dream fulfilled when I landed a job at Looking Glass Technologies (sadly, no longer in business) followed by a three year stint at **Ion Storm** as a programmer on **Deus Ex**. While at Looking Glass I ended up working with **Rex Bradford**, the man responsible for programming **The Empire Strikes Back** (among others) for the Atari 2600. This was a game responsible for sore thumbs on many occasion, and it was meeting Rex that inspired me to start collecting for the Atari 2600. My initial goal was just to play all the Atari 2600 carts I couldn't afford as a kid (nearly all of them!), so it started innocently enough. But this "collecting hobby" gradually spilled over to the 5200, 7800, Atari 8-bit computers, and then

got out of control. After a yearlong stint at **TiVo** (revolutionizing the way people watch television), I'm back working in the game industry, helping Ion Storm Austin port Deus Ex to the **Playstation 2**."

Alex Bilstein:

"I finally got my first Atari VCS in the early 80's, after playing for countless hours at a friend's house down the street. I still remember the first time I saw **Adventure**, and how the concept and gameplay blew me away. Another favorite was **Pitfall!** - being a diehard Indiana Jones fan, I just couldn't get enough of Pitfall Harry. I eventually moved on to other game systems, but I always had a soft spot for Atari. My interest was rekindled when I came across the 2600 on Usenet in 1995. I soon headed out for my first thrift store run, bought a 2600 and a load of games for $10, and I was hooked. I now live in Austin, Texas, where I work as a web developer."

Contact | Privacy Policy | Legal

RoadBlasters - Atari Lynx - Atari

ROAD BLASTERS

Let Nothing Stand in Your Way!

Everyone knew the war was coming. Tensions had been building for
months - not between the Superpowers as had always been thought,
but between rival factions in our own government. What no one
expected was the severity of the damage.

Nuclear weapons devastated the surface of the planet, released by
ruthless Death Squads intent on controlling the planet. Millions
perished in a sudden flash of heat more intense than a Sahara summer.

When it was all over, only a handful of decent people remained. A
few good people, and thousands of Death Squad members. It was
obvious that the Death Squads had planned this for years. They
were ready. They had developed cities and weapons impervious to
nuclear war. And vehicles. They had cars that could withstand
the highest levels of radiation and the most dangerous heat. They
also had huge stockpiles of food and medicine that would keep
them alive until the nuclear winder ends.

Fortunately, a right-thinking scientist saw what was happening. He
defected from the Death Squads and brought with him a small prototype
vehicle and a few weapons capable of destroying Death Squad cars
and cannon twoers. Only one person can fit in the prototype, and
you were chosen.

Now, just for the amusement of Death Squad leaders, there is to be
a road rally, a dangerous race for time and distance along a highway
laced with deadly mines and cannon twoers. Posing as a Death Squad
driver you join the rally, hoping to drive undetected into the
very heart of the Death Squad territory where you will defeat
their leaders. your only helper is a small, robot-powered jet
that will bring you additional weapons from Headquarters. The
odds are definitely against you.

The nuclear wind blows dust across the highway. Now and then the
burnt skeleton of a tumbleweed blows across the once-fertile plain.
The world is desolate. All hope for a decent future rests on your
narrow shoulders.

Getting Started

RoadBlasters is a fast-action combat racing thriller in which speed
and skill combined with a quick and accurate trigger finger will
ensure a bright future for civilization. Follow the steps listed
blow to start the game:

1. With your Lynx system switched off, insert the game card as described
in the Lynx Owner's Manual.
Warning: Do not touch the game card connector pins. Do not expose
the contacts to static or extreme heat. Do not bend, crush, or attempt
to clean the game card.

2. Press ON. The RoadBlasters title screen displays.
3. Press the joypad A or B. The first wrap screen appears.
4. Press the joypad RIGHT or LEFT and press A or B to start.

Optional Game Controls

To enhance play, the following optional game controls allow you to
modify the display, and pause and restart the game:

To flip the screen 180 degrees and reverse the controls, press
OPTION 2 and PAUSE at the same time.
To pause the game press PAUSE. Repeat to resume play.
To return to the title screen press OPTION 1 and PAUSE.

Playing the Game

The object of the game is to complete a 50-level road rally in Death
Squad territory while blasting opponents off the road, without
crashing or running out of fuel.

Use the joypad to control your prototype red battle car in the race
for Truth, Justice, and all that is good. Press right to steer
in the desired direction. Press up to accelerate or down to slow
down. To fire your lasers. press A. When equipped with an auxiliary
weapon, press B to use it.

When the race begins, your car is sitting in the middle of the road.
Press up on the joypad to accelerate and begin racing. Continue
to press up until the speed indicator on the dashboard shows the
desired speed, then release the accelerator. The car's high-powered
sensors will maintain that speed until you slow the car down,
hitting something, or run out of fuel.

As you drive down he road, destroy as many cars as you can. It pays
to be accurate. Shooting accuracy increases the point multiplier
from its original value of 1 to as much as 10. Wild, uncontrollable
shooting may be a good way to let off a little steam, but it will
also decrease the multiplier. Since your score is the point value
of any object destroyed times the multiplier, a higher multiplier
will give you a higher score.

Of course, nobody can destroy every single car. Especially since
some cars (namely, the blue cars driven by Death Squad leaders)
are very difficult to destroy. The blue cars can be destroyed
only with an Electro Shield, or a Cruise Missile. Pass any cars
that you can't destroy. Be alert especially for cars merging onto
he roadway in certain levels. Those cars don't seem to realize
there's an important race going down. If your're not careful, you
will rear-end one of these slow pokes, and that's not a pretty sight.

Watch the fuel gauge at all times. Your car is powered by radioactive
fuel. You'll have to keep your eyes peeled for green and red fuel
globes. Ramming a fuel globe bursts the globe and causes the radiation
to leek out so it can be quickly absorbed by your car battery.
In addition, every time you cross a rally point, your car will
be zapped with enough radiation to reenergize the vehicle.

Also keep a constant watch for cannons, mines, and other hazards.
You'll know them when you see them. Especially the mins: your
dash-board mine sensor (every car should have one of those babies)
lets you know when you are approaching a mine. Of course, at the
high speeds, you may detect the mine when it is too late. Learn
to listen for the sensor, then drive carefully. As for the roadside
cannons, you can destroy them if you slow down enough to get a
couple good shots in. Just remember: cannons shoot back.

One good thing about your car is it's pretty easy to fix. Your car
is strong and cannot be destroyed in a crash. However, run out
of fuel and you'll have to quit the race. Anybody who does not
finish the race will be forced into slavery. If that happens to
you, then there is no more hope for civilization.

From time to time the robot jet flies over your car. When it does,
watch for falling weapons. Catch the special auxiliary weapons
for increased power.

There are fifty race levels in all, each more difficult than the last, with new challenges waiting around every corner. After certain levels, a warp screen appears giving you a choice of the next level. If you feel like you barely survived the last level, press the joypad left and press A or B to select the next level in sequence. If you are ready for a bigger challenge, keep the level selector in the middle and press a button to skip a few levels. If you are really cocky and sure you can handle even the worst situation, press the joypad right and press a button to skip several levels for bonus points and a shortcut.

Some levels are bonus fuel levels. These levels begin when your car's computer says, "Sensors detect fuel globes." You begin these levels with less fuel than normal, but you will find more fuel globes than usual on the road. You must be on e constant lookout for globes if you want to save the world.

The Dashboard

Score and Multiplier - your score equals the multiplier times the point value of the object you destroy. Accurate shooting increases the multiplier form the beginning value of 1 to as high as 10.

Mine Sensor - flashes when you drive near mines.

Fuel Gauge - shows the amount of fuel remaining. The right half of the gauge shows the main fuel tank. The left half shows the reserve fuel tank. Reserve fuel is awarded based on your score when you cross a rally point. When you are low on fuel, the Low Fuel sensor will flash and buzz.

Weapon Bar - shows the currently enabled special auxiliary weapon and the number of times it can be used. If you do not have an auxiliary weapon, the Weapon bar displays the words "CATCH SPECIAL WEAPON."

Speed - shows your current speed.

Score - shows your current score.

Weapons

Your car comes equipped with a high-powered laser to blast opponents off the road. In addition, the robot jet will occasionally drop auxiliary weapons to increase your power. These auxiliary weapons are listed below.

U.Z. Cannon - A powerful machine gun, the U.Z. Cannon can blast a moving target into oblivion. However, U.Z. Cannon hits will neither improve nor hinder your score multiplier.

Electro Shield - The Electro Shield provides temporary protection against everything form cannon fire to collisions. However, the electro Shield will not protect your car from bad driving, especially on your own.

Cruise Missile - A powerful missile that can destroy everything for miles around, including green fuel globes. Fortunately, your vehicle and the red fuel globes are safe from this destructive (and highly useful) weapon.

Nitro Injector - The Nitro Injector was invented by scientists who wanted to get home before their dinner got cold. This useful weapon helps you cover a long distance in a very short time, as long as there's nothing in your way.

Strategy

Speed is vital. You will not have enough fuel to finish the race if you do not make it to the rally points quickly.
Don't waste your auxiliary weapons. If you can shoot your laser,

do it (that helps your multiplier anyway).
Don't catch a new auxiliary weapon if you like the one you have.
You can only carry one at a time.
Straddling the dotted line sometimes helps you avoid mines. Of course,
that's not easy to do going around a curve at top speed. This
does not always work, however; some mines are placed right on the lines.
You can earn lots of points by destroying cannons. However, it is
not always worth your while to do so.

Scoring

During your game play you receive points for the objects you destroy.
Your score is the point value of the object times the multiplier
shown on your dashboard.

The point values of the objects are as listed:

Object   Point Value

Green Cars 50
Orange Cars 50
Motorcycles 50
Rat Jeeps 50
Blue Cars 100
Cannons 200

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